Hemomancer (v 2.0)

A man hides in the shadows, waiting for his target to walk by the alleyway. Closing his eyes, he sniffs deeply. Cutting his hand with an Athame, the blood spills out, flowing and solidifying into a blade. He springs out of the alleyway, stabbing his target in the heart. His target slowly shrivels up, while the pale man no longer looks as pale.

A beautiful woman stands atop a hill, watching the approaching army of goblins running up the hill towards her. As their axes and daggers cut into her, she closes her eyes, a small smile spreading across her face. Suddenly, her spilled blood springs up, swirling around the goblins heads. They slowly stop attacking, instead turning around and marching back down the hill towards their village, the pale woman following behind.

Despite being very different in method, each of these people share a common trait: their blood is magical, whether by some magical disaster or some distant magical bloodline. They are called hemomancers. Their blood is theirs to command, though this power does come with some serious downsides. Hemomancers usually do not live very long; their main cause of death is self-inflicted exsanguination.

The Hemomancer

Level	Proficiency Bonus	Features	Blood Dice
1st	+2	Toxic Blood, Blood Needles	2d6
2nd	+2	Sacrificial Path	2d6
3rd	+2	Blood for Power	3d6
4th	+2	Ability Score Improvement	3d6
5th	+3	Bloody Libation, Blood Minions	4d6
6th	+3	Sacrificial Path feature	4d6
7th	+3	Bloody Recovery	5d6
8th	+3	Ability Score Improvement	5d6
9th	+4	—	5d8
10th	+4	Sacrificial Path feature	5d8
11th	+4	Bloody Strike	6d8
12th	+4	Ability Score Improvement	6d8
13th	+5	Accelerated Healing	7d8
14th	+5	Sacrificial Path feature	7d8
15th	+5	Improved Bloody Libation	8d8
16th	+5	Ability Score Improvement	8d8
17th	+6	—	9d8
18th	+6	Bloody Backlash	9d8
19th	+6	—	9d10
20th	+6	Master of Blood	9d10

Creating a Hemomancer

When creating a hemomancer, think about their origins. What made them become a hemomancer? Was it purposeful, or did an ancient bloodline infuse their blood with magic? Whatever the reason, hemomancers tend to not be good aligned, as self-sacrifice is generally frowned upon.

One importent thing to keep in mind is that hemomancers tend to be rare, as any that appear tend to meet a premature death. Because of this rarity, ask your DM before playing as a hemomancer whether they make sense in the setting.

Quick Build

You can make a hemomancer quickly by following these suggestions. First, put your highest ability score in Constitution, followed by Strength. Second, choose the Outlander background.

Class Features

As a hemomancer, you gain the following class features.

Hit Points

Hit Dice: 1d12 per hemomancer level
Hit Points at 1st Level: 12 + your Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per hemomancer level after 1st

Proficiencies

Armor: Light armor, shields
Weapons: Simple weapons
Tools: None

Saving Throws: Constitution, Strength
Skills: Choose two from Acrobatics, Athletics, Intimidation, Medicine, Perception, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background, or you can start with 3d4 × 10 gold and buy your own equipment.

- *(a)* a light crossbow and 20 bolts or *(b)* any simple weapon
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- a dagger

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Hemomancy

Your magical blood grants you the ability to manipulate it at will, though it is not without its downsides. This ability manifests itself in features detailed later on.

Hemomantic Ability

Constitution is your hemomantic ability for your hemomantic abilities, so you use your Constitution whenever an ability refers to your hemomantic ability.

In addition, you use your Constitution modifier when setting the saving throw DC for a hemomantic ability you use and when making an attack roll with one.

Hemomantic Ability save DC = 8 + your proficiency bonus + your Constitution modifier
Hemomantic Ability attack modifier = your proficiency bonus + your Constitution modifier

Blood Dice

At 1st level, you gain the ability to control your blood. This ability is represented by blood dice. They can be used to activate most hemomantic abilities.

One key thing to remember about blood dice is that whenever you roll one or more blood dice, the total number divided by two (round down, minimum 1) is dealt to you as necrotic damage. This damage cannot be prevented or resisted.

You regain expended blood dice whenever you finish a long rest. However, during a short rest, you may expend a number of hit dice to regain some blood dice. If you use a number of hit die, you regain a number of blood dice equal to the number of hit dice spent. Keep in mind that when you use this ability to regain blood dice, you *do not* regain hit points.

Toxic Blood

At 1st level, you gain the ability to use your spilled blood to aid you in fights. Whenever you take piercing or slashing damage, you may use a reaction and activate this ability. When you do so, roll one blood die, and for the next minute (including the attack that triggered this ability), whenever you take piercing or slashing damage, each creature in a 5 feet radius of you takes the amount of damage rolled when activating this ability.

The number of blood dice you can expend increases as you gain levels in this class. It increases by one die at 5th, 11th, and 17th level.

Blood Needles

At 1st level, you have learned how to form small needles out of blood. On your turn, you may use an action to draw a small amount of blood from a corpse within 10 feet of you, forming it into small needles. The corpse cannot be of the type undead, construct, elemental, plant, or ooze. Make a ranged attack against another creature within 30 feet of the corpse. On a hit, the needles deal 1d6 + your Constitution modifier piercing damage.

The damage dealt increases at higher levels. It increases to 2d6 at level 5 and to 3d6 at level 11.

Sacrificial Path

At 2nd level, using your athame, you ritualistically sacrifice an aspect of yourself: Flesh or Mind, each of which is detailed at the end of the class description. You can choose to sacrifiece Flesh, Mind, both, or neither. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Athame

This sacrificial dagger is treated as a normal dagger, except that it counts as your hemomancer equivalent of a wizard's arcane focus. In addition, the athame counts as a magical weapon for the purpose of overcoming resistance to nonmagical damage. While you are holding the athame, you can use a bonus action to deal 1 slashing damage to yourself. If you lose your athame or it gets destroyed, you may spend a short rest with an ordinary dagger. Through sacrificial rituals, you convert the normal dagger into an athame. Because of the sacrificial nature of the rituals, you do not gain the benefits of the short rest.

Blood Hound

At 3rd level, you can infect another creature with your blood when you strike it, which gives you benefits against that creature. When you deal damage with your athame, you can choose to mark it. The mark lasts for 8 hours. While marked, you gain the following benefits against that creature. You can have a maximum of three creatures marked at a time.

- You know the location of that creature as long as you two are on the same plane of existance
- Your athame is considered magical and now deals 1d8 + your Constitution modifier necrotic damage

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, and 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. In addition, if the score is one of the ones sacrificed to your Sacrificial Path, you can't increase it above 18 by using this feature.

Bloody Libation

At 5th level, you gain the ability to drain corpses of their blood, to replenish your own. As an action, you drain a corpse of its blood. The corpse must have died within the past hour, be a corpse from a creature that had blood, and must be of the same creature type as you. Look at the Regained Blood Dice table to determine how many blood dice you regain.

Regained Blood Dice

Creature Size	Blood Dice Regained
Tiny	None
Small	1
Medium	2
Large	3
Huge	5
Gargantuan	7

Once you use this feature, you can't use it again until you finish a short or long rest.

Blood Minions

At 5th level, you gain the ability to create crude blood minions, made from your own blood. The number of minions you create is equal to the number of blood dice you decide to spend (roll them to take damage as normal) plus your level divided by 5, and you control the minions using your blood bond with them. In addition, while you have the creatures summoned, you cannot regain the blood dice used to summon them. As an action you can absorb all blood minions within 10 feet of you. You can only reabsorb a number of blood minions equal to the number of blood dice you spent.

Treat them as you would a creature created by the *Animate Dead* spell, except that they come from your body rather than another corpse. When the 24 hours are up, instead of you losing control, the blood minions summoned are absorbed back into your body and you regain the expended blood dice.

Blood Minion

Small ooze, unaligned

Armor Class 12
Hit Points 15 (2d6 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	1 (-5)	8 (-1)	1 (-5)

Skills Stealth +4
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 30 ft. (blind beyond this radius)
Languages —
Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Actions

Pseudopod. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 5 (2d4) bludgeoning damage.

Empowered Blood Minion

Small ooze, unaligned

Armor Class 12
Hit Points 30 (4d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	18 (+4)	1 (-5)	8 (-1)	1 (-5)

Skills Stealth +4
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 30 ft. (blind beyond this radius)
Languages —
Challenge 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.
Blood-Leach. When the ooze deals damage to a creature that has taken piercing or slashing damage in the last minute, it regain hit points equal to the Constitution modifier of its summoner.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 8 (2d6+1) bludgeoning damage.

At higher levels. When you reach level 17, instead of creating Blood Minions, you now instead create Empowered Blood Minions.

Bloody Recovery

When you reach 7th level, you can recover spent blood dice while in battle. On your turn, you can use a bonus action to regain 2 blood dice.

Once you use this feature, you must finish a short or long rest before you can use it again. The number of blood dice you recover increases by 1 at levels 13 and 19.

Bloody Strike

At 11th level, you gain the ability to expend blood dice in exchange for more damage. When you successfully hit a creature with a melee attack, you can expend up to 3 blood dice. The creature takes that much necrotic damage in addition to the normal weapon damage.

Accelerated Healing

At 13th level, you are able to speed up your healing. Each round you recover a number of hit points equal to your Constitution modifier, up to half your maximum hit points.

Improved Bloody Libation

At 15th level, you have learned how to use your Blood Absorption ability on living creatures. When you use Blood Absorption on a living creature, it must make a Constitution saving throw. On a failed save, the creature takes 8d8 necrotic damage and you regain half that many hit points. On a successful save, the creature takes half damage and you do not regain hit points.

If the creature is reduced to 0 hit points this way, its body shrivels up and you also get a number of blood dice back as shown in the Regained Blood Dice table. Because of the complete loss of blood, the creature dies upon reaching 0 hit points.

As with the standard Blood Absorption ability, you cannot use the improved version on a creature with no blood or one with a different creature type than you.

Once you use this feature twice, you must finish a long rest before you can use it again.

Bloody Backlash

At 18th level, when you are dealt damage from an attacker you can see, you can use a reaction to send some of that damage back at the attacker as poisonous blood, as long as you have an open wound. If you have taken piercing or slashing damage in the past minute, you force the attacker to make a Dexterity saving throw.

On a failed save, the attacker takes half the damage dealt to you as poison damage instead of the type dealt to you (you still take the full damage). On a success, the attacker takes no damage.

Master of Blood

At 20th level, you have become so used to draining your blood that instead of taking the amount rolled on blood dice divided by two, as described in the Blood Dice ability, you take damage equal to the number of blood dice rolled.

Sacrificial Paths

To gain power as a hemomancer, many are willing to sacrifice a part of themselves. Some decide that they would sacrifice their physicality, while others would be willing to sacrifice their intellect. These tend to be neutral aligned hemomancers, as well as being the most common type by far.

There are some rare hemomancers who believe that sacrificing a piece of themselves is not worth the power gained. They choose not to sacrifice anything, and tend to be the good aligned hemomancers.

Even rarer than them are the hemomancers who choose to sacrifice both aspects of themselves. These hemomancers tend to be evil aligned, due to the necessity to sacrifice a large portion of themselves. When you choose to take both sacrifices, see the special section for additional changes.

Hemomancers who choose one path over another tend to dislike other hemomancers who chose a different path. Flesh and mind sacrificers can get along, though they do not get along well with hemomacers who sacrifice nothing and the ones who sacrifice everything.

Sacrifice of the Flesh

Immediate Effects

- Reduce one of your physical ability scores (Strength, Dexterity, Constitution) by two when you take this path. Your maximum for that score is reduced to 18.

Sacrificial Rituals

At 2nd level, when you take this path, you perform sacrificial rituals during a long rest that grant you power. You must have an athame to complete the rituals. These rituals involve magically sacrificing your physicality by carving runes into your skin. The stress from such an act results in you dropping to 1 hit point until you complete a long rest, and your hit point maximum is reduced to 1 until you finish a long rest. You do not gain benefits from the long rest during which you perform the rituals. Once the rituals are complete, you gain the following abilities.

- As a result of the runes on your skin aiding you mentally, your mind is strong and difficult to detect. You are proficient in Intelligence saving throws. In addition, you cannot be affected by spells such as *detect thoughts* or *telepathy*, or any other spells or abilities with similar effects.
- Because of the runes on your body aiding you mentally, creatures view your mind as similar to that of an undead creature. Undead creatures with an Intelligence score of 5 or less regard you as another undead creature.
- Because of your strong mind, psychic damage has difficulty having any real effect. You have resistance to psychic damage.

Blood Sense

At 6th level, You have the ability to use your runes to great effect. If you focus, as if concentrating on a spell, for one minute, at the end of the minute, you detect any living creature whose body has blood inside it within a 100 foot radius. You do not learn anything about the detected creatures except their size catagory and their location.

Once you use this feature three times, you can't use it again until you finish a short or long rest.

Bloody Embrace

At 10th level, you gain the ability to infuse creatures' minds with your own blood, effectively turning them into your thralls. If you have taken piercing or slashing damage within the last minute, you can force your spilled blood into the minds of up to two creatures. They each must succeed on Wisdom saving throws or be enthralled by you, as if under the effect of the *dominate monster* spell, except it lasts for 10 minutes instead of 1 hour. If a creature can't be charmed, this ability has no effect on that creature. If a creature is an undead or construct, it automatically succeeds on the saving throw. If a creature succeeds on the saving throw, it cannot be charmed by this ability for 24 hours.

Once you use this feature, you can't use it again until you finish a long rest.

Blood-Filled Runes

At 14th level, you can use the runes carved into your skin to expell blood. You can use these runes to take in blood from an enemy. Make a melee attack on a living enemy that is the same creature type as you within 5 feet of you. If you hit, you deal necrotic damage equal to your hemomancer level + your Constitution modifier to the creature, and gain that many temporary hit points.

Once you use this feature, you can't use it again until you finish a short or long rest.

Sacrifice of the Mind

Immediate Effects

- Reduce one of your mental ability scores (Intelligence, Wisdom, Charisma) by two when you take this path. Your maximum for that score is reduced to 18.

Sacrificial Rituals

At 2nd level, when you take this path, you perform sacrificial rituals during a long rest that grant you power. You must have an athame to complete the rituals. These rituals involve magically sacrificing your mental ability by carving runes into your skin. The stress from such an act results in you falling unconscious after completing the ritual. You remain unconscious for 1d4 days, as if you were in a coma. In addition, you do not gain benefits from the long rest during which you perform the rituals. You cannot be woken from the coma until the rolled number of days have passed. Once you awaken from your coma, you gain the following abilities.

- Blood Weapon: You can turn your own blood into deadly weapons. If you have taken piercing or slashing damage within the last minute, you can expend one blood die and use an action to turn the spilled blood into a melee weapon made of blood. You are proficient with the weapon, and you can dispell it or change its form into a different weapon with a bonus action. The weapon counts as a magical +X weapon, where X is the number rolled on the blood die divided by 2. The weapon stays for a number of rounds equal to 10 minus the number rolled on the blood die.
- Blood Armor: You can turn your own blood into a defensive shell. If you have taken piercing or slashing damage within the last minute, you can expend one blood die and use an action to turn the spilled blood into a hard shell around your body. You gain a bonus to your AC equal to what you rolled on the blood die divided by two (round up) for a number of rounds equal to 10 minus the number rolled on the blood die or you dispell it as a bonus action. While you have this protective armor, your speed is reduced by 10 and you have disadvantage on Dexterity saving throws.

Blood Frenzy

At 6th level, you gain the ability to temporarily quicken your blood, hastening your actions. As an action, you gain the effects of the *haste* spell. If you have a Sacrifice of the Mind 2nd level ability active while under the effects of Blood Frenzy, the blood weapon cannot have the heavy property and the blood armor has no effect. This is a result from your blood being too viscous to form larger, more solid objects.

Once you use this feature, you can't use it again until you finish a long rest.

Iron Blood

At 10th level, your blood can be temporarily solidified in your veins, providing some extra protection from weapons. As a reaction, you spend one of your blood dice to increase your AC by the amount rolled until the start of your next turn. As no blood leaves your system, you do not take the normal necrotic damage from spending this blood die.

Bloody Return

At 14th level, your blood can be used to help you stay conscious. When you fall to 0 hit points, instead of falling unconscious, you instead roll 1d12 and regain that many hit points.

Once you use this feature, you can't use it again until you finish a long rest.

Sacrifice of the Flesh and Mind

Immediate Effects

- Reduce two of your ability scores (one mental, one physical) by two when you take this path, and reduce your Constitution score by two. Similarly to the other two sacrificial paths, your maximum for these scores is also reduced to 18.
- In addition to gaining the 2nd level abilities from each individual path, you gain the abilities below, at their appropriate levels.

Sacrificial Rituals
At 2nd level, when you take these paths, you perform sacrificial rituals during a long rest that grant you power. You must have an athame to complete the rituals. These rituals involve magically sacrificing your physical and mental abilities by carving runes into your skin. The stress from losing so much of yourself results in you falling unconscious after completing the ritual, as well as your maximum health temporarily becoming one until you finish a long rest. You remain unconscious for 5 days, as if you were in a coma.

In addition, you do not gain benefits from the long rest during which you perform the rituals. You cannot be woken from the coma until the rolled number of days have passed.

Frantic Search
At 6th level, you concentrate blood in your senses, increasing them by far for 1 minute. You gain advantage on Wisdom (Perception) checks for the duration. In addition, you gain the effects of the *haste* spell for the duration. While under these effects, you can also sense the location of any creature with blood in a 50 foot radius. If you have a Sacrifice of the Mind 2nd level ability active while under the effects of Frantic Search, the blood weapon cannot have the heavy property and the blood armor has no benefits.

Once you use this feature twice, you can't use it again until you finish a long rest.

Iron Embrace
At 10th level, you have the ability to slow other creatures by hardening their blood. If the target has blood, you force it to make a Constitution saving throw. If the creature fails, it becomes incapacitated for one minute. At the end of each of its turns, it can make the saving throw again.

Once you use this feature, you can't use it again until you finish a short rest.

Blood Nova
At 14th level, you gain the ability to make your blood boil to the point that it explodes, while injuring others around you. Your blood suddenly flares up around you, causing damage to creatures in a 20 foot radius. Any creature in this radius including you must make a Dexterity saving throw. Roll your maximum number of blood dice. You do not take damage from rolling these blood dice. The creature takes that much necrotic damage. If the creature succeeds on the saving throw, it takes half damage.

Once you use this feature, you can't use it again until you finish a long rest.

Multiclassing
Should you wish to multiclass into Hemomancer, view the prerequisites and proficiencies gained below.

Prerequisites
Constitution 13

Proficiencies
None

Changelog

1.1
- Accelerated healing now correctly refers to a long rest rather than short rest
- When exchanging hit dice for blood dice, you now do not regain hit points by using those hit dice

1.2
- Fixed wording on Loss of Flesh
- Added Loss of Flesh and Mind path
- Reworked the paths to make more sense, mechanics wise
- Edited Toxic Splash to be less self-damaging

1.3
- Changed 'anemia' to 'exsanguination'
- Removed dependancy on the athame for normal abilities (still required for the sacrificial rituals)
- Heavily buffed the sacrifice of flesh and mind. You now get all the flesh sacrifice and mind sacrifice abilities, as well as all the hybrid ones
- Clarified that toxic splach does deal damage when it is activated

1.4
- Spelling, fixes
- Frantic Search now correctly disrupts Loss of Mind abilities
- Iron Blood now has time limit
- Blood nova is now correctly worded
- Added multiclassing info

1.5
- Rebalanced Second Wind (now called Bloody Recovery) to regenerate blood dice rather than hit points
- Rebalanced Blood Minions to be based on the *Animate Dead* spell, rather than the *Find Familiar* spell, as well as some other small balancing fixes

1.6
- Changed sacrifice of the mind's blood weapon ability to use an action to summon the blade and a bonus action to change its form into a new weapon
- Added Blood Bolt to help add some cantrip-like ranged ability in
- Made more balance fixes to Blood Minion

1.7
- Clarification on blood bolt that the amount drawn is negligible, so it will work with blood absorbtion
- Clarification on blood bolt that the creature getting attacked must be 30 feet from the corpse, not 30 feet from you
- Added the amount of gold you start with if you don't want the standard equipment spread
- Blood nova now requires a reaction to use, to avoid conflicts with other similar abilities
- Rebalanced blood minion yet again, moving them to 5th level and scaling them up as you level up, as well as some more balance changes (now they scale with level, similar to the animate dead spell)

2.0

- Shields added as a proficiency
- Changed starting equipment to a dagger instead of an Athame
- Changed starting gold from 4d4 to 3d4
- Toxic Splash renamed to Toxic Blood, grammatical changes
- Blood Bolt renamed to Blood Needles and now scales (2d6 @5, 3d6 @11) and now requires a corpse to not be undead, construct, plant, elemental, or ooze. Also improved some of the wording
- Your Athame renamed to Athame, and allows you to use a bonus action to deal yourself 1 slashing damage
- Blood for Power replaced with Blood Hound
- Blood Hound: hit a creature with Athame, mark it (up to 3 at a time). While marked track for 8 hours, Athame is magical and does 1d8+con mod, and the damage type becomes necrotic
- For posterity's sake, Blood for Power: At 3rd level, you can sacrifice your hit points to regain blood dice. As an action, you lose a number of hit points. You then regain one blood dice per five hit points spent. Your maximum hit points are also reduced by the number of hit points spent until you finish a long rest. Once you use this feature twice, you can't use it again until you finish a short or long rest.
- Blood Absorption renamed to Bloody Libation and gargantuan changed from All to 7
- Blood Minions changed to additional minions equal to level over 5 and you can only reabsorb a number equal to expended blood dice. Reabsorption range is now 10 ft and can reabsorb all in 10 ft but is now an action. Blood Minions' pseudopod attack is now correctly based off of Strength rather than Dexterity.
- Added Empowered Blood Minions, which replace Blood Minions at 17th level.
- Removed Perception as a proficiency for both Blood Minions and Empowered Blood Minions
- Accelerated Healing now heals you your con mod per round up to half health
- Improved Blood Absorption renamed to Improved Bloody Libation and changed to twice per long rest. You also do not regain HP if they succeed the save.
- Sacrificial rituals' ritual effects swapped
- Bloody Embrace is now 1/long rest and remove the whole affected creatures section. Now you use it once per long rest but can affect 2 creatures
- Blood-filled runes: no longer removes pierce/slash requirement, and it gives you temp HP instead of regaining HP
- Blood Weapon now is actually named and is a +X weapon that stays for Y rounds. X = number rolled on blood die divided by 2 and Y = 10 - number rolled on blood die rounds
- Blood Armor is now also named and has same time restraint as Blood Weapon
- Blood Frenzy is now 1/long rest and completely nullifies blood armor
- Iron Blood now only lasts until the start of your next turn
- Bloody Return now restores 1d12 and is 1/long rest
- Sacrifice of Flesh and Mind now comas you for 5 days flat (rather than 1d4+2), and you now only get the level 2 abilities of the other paths, rather than all abilities
- Frantic Search wording changed (flood -> concentrate), also now is 2/long rather than 2/short
- Iron Embrace now incapacitated rather than paralyzed and is now 1/short rather than infinite
- Blood Nova now does not exclude you from its damage and no longer is related to you falling unconscious
- Either make a new lvl 17 ability or actually make Blood Minions get better at lvl 17
- Multiclassing proficiencies were removed
- Added a thanks to mopman43
- Removed thanks to pnvq12 and their 5e blood mage class, as the two classes have diverged quite significantly by this point. If you want to see this class, search blood mage on dandwiki.com

2.1 (WIP)

- Clarify athame is needed for using any ability
- To roll blood dice you can't be wearing above light armor
- Reduce time duration on Blood Hound to 10 mins
- Remove base athame magic
- Blood dice deal full damage rather than 1/2
- Remove toxic blood
- Remove blood minions
- Remove/change multiclassing section
- Add new 17th level ability: Blood Bond: Can throw athame at someone (range 60/120??) with attack roll. If it hits, they make con save. If they fail, you puppet the body with your blood. Athame remains stuck in them until you pull it out or 1 minute passes. Use bonus action on your turn to mentally direct their next turn. Can't move more than 100? feet away from you or athame returns to you and effect ends. Effect lasts 1 minute? They make con save at end of their turn. If they were marked by Blood Hound on a previous turn, they have disadvantage on the con save.
- Remove (and as of 2.0, the only) from thanks

Thanks

- stolksdorf, for the free use of this site, where this homebrew was made
- WotC for making such an awesome game
- u/Shimizoki for lots of helpful suggestions and the first (and as of 2.0, the only) person to do an actual playtest
- mopman43, for providing much needed level-headedness and helping with balance as well as the vast majority of the changes in v2.0